

IN THE SPECIFICATION

Please amend the paragraph beginning at page 15, line 23 as follows:

As an example of the "occurrence of a specific event", for example, "another object is close to a predetermined object within a predetermined distance" includes the following cases. In FIG. 4, a scene is presented in which a ball B (another object) moves toward a game character C (the predetermined object) ~~at a distance D1 from the glove G, which is greater than predetermined distance D'~~. In FIG. 5, the character C stretches her/his hand to catch the ball B with a glove G, the ball B comes into the screen, such that the distance ~~D2~~ D1 between the ball B and the glove G is smaller than the predetermined distance D', and the like.

Please amend the paragraph beginning at page 16, line 12 as follows:

The "the passing rate of time in a virtual space is partially changed" means that a rate of displacement of the predetermined object over successive frames in a world coordinate system is changed by multiplying a predetermined coefficient to a variable for determining the position in each successive frame of the predetermined object in the virtual space, while a moving speed of a viewpoint in the virtual space (i.e., moving speed of a camera which virtually photographs the game space) and an input acceptance frequency from the controller 20 are not changed. In other words, only a time passing rate of the predetermined object is changed (for example, decreased or increased) with respect to the time passing rate of the virtual space. The coefficient can also be increased

or decreased for each object. In this manner, the game properties can be variably changed.

For example, as illustrated with reference to FIG. 4., while the distance between ball B and glove G exceeds a predetermined distance D', glove G may be manipulated to move at a speed S1 determined by a standard passing rate of time for objects in the virtual space. As shown, for example, with reference to FIG. 5, when a the distance D2 D1 between ball B and glove G becomes less than the predetermined distance D', the predetermined coefficient is set to diminish the speed S1 so that the rate of displacement of the glove G when and the rate of displacement of the ball B are manipulated to a speed S2 in order to slow such that the passing rate of time is effectively diminished, thereby making it easier for example for the player to manipulate glove G of character C to catch ball B.

Please amend the paragraph beginning at page 18, line 23 as follows:

More specifically, for example, in the case of FIG. 4 or 5, the movement or the like of the entire body of a game character C is operated by the controller 20, however, after a specific event occurs such that the distance D1 between the ball B and the glove G is smaller than the predetermined distance D', as shown in FIG. 6, the methods are switched such that only a hand (motion of the glove G) of the character C is operated by the controller 20. In this manner, for example, the ball B which is flied moves at a high speed can be caught by the hand (glove G) of the character C, and the game properties can be changed which for example moves at a slower speed as earlier described with reference to FIG. 5. In this case, as in the case in FIG. 6, when a viewpoint position or a field angle (i.e., the position or the angle of view of a camera which virtually photographs

the game space) in the virtual space is changed, for example, when a zoom-in operation is performed, a further direction effect can be obtained in the game properties.

In a conventional technique, when the zoom-in method is employed, the player is merely confused. In this embodiment, the passing rate of time of only a part in the virtual space is changed (for example, the passing rate of time for the glove G of the character C and the passing rate of time for the ball B are decreased), and time moving speed of a viewpoint of in the virtual space is not changed. For this reason, the player can cope with the game with a margin without a sense of incongruity.